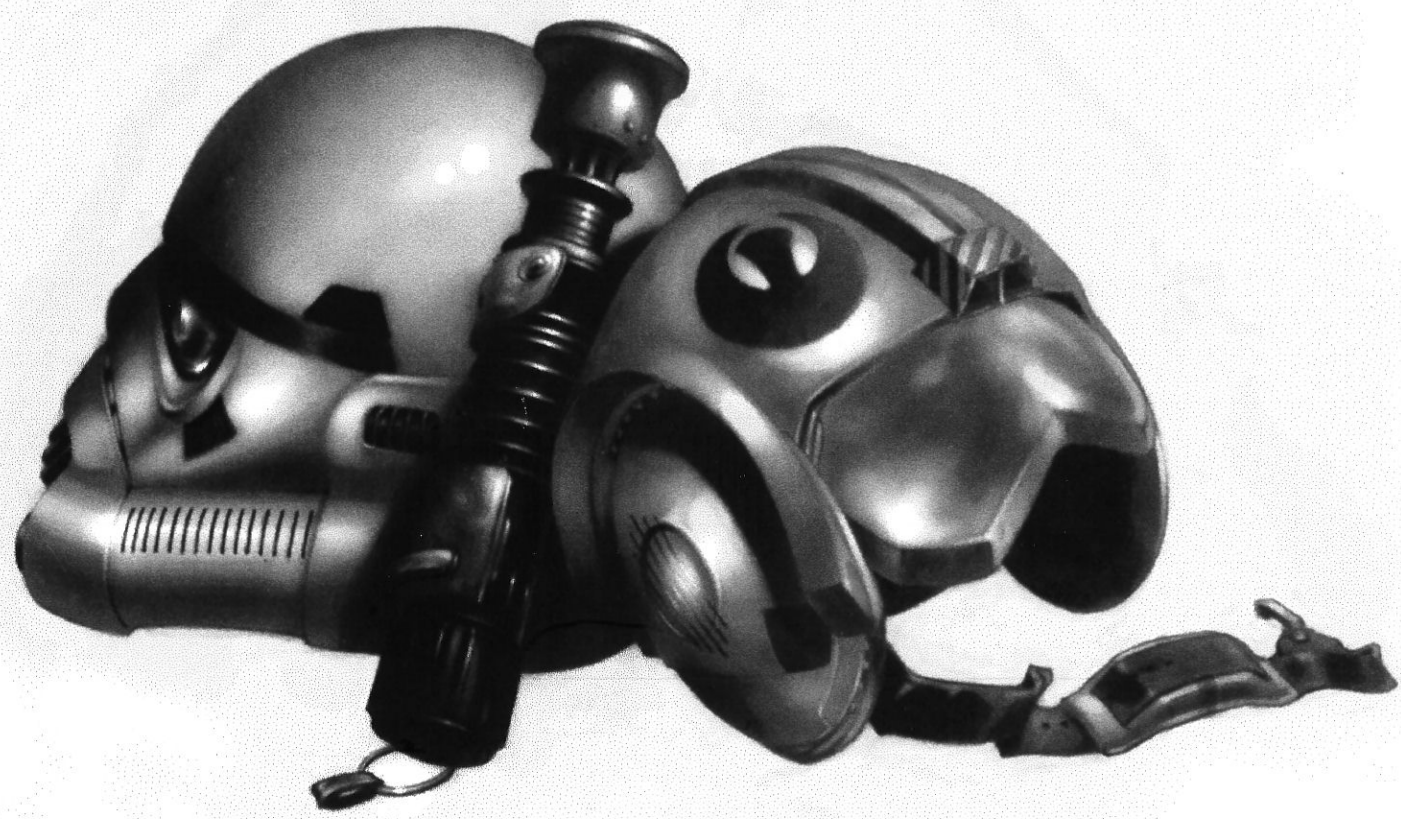
STAR WARS
AN EMPIRE DIVIDED



objectives:

provide an overview of the entire game design
define details about the game mechanics for key subsystems
present some concepts on the game environment
make clear the vision for the game

document version 2.5, october 18, 2000

by the swo team